



# ESPIONAGE ISLAND



Arctic Computing Limited

CDM-64



© 1984

**ADVENTURE D -  
ESPIONAGE ISLAND**

# ESPIONAGE ISLAND

Commodore 64

You have been sent on a reconnaissance mission to observe an enemy island. Somewhere, hidden on the island, is a secret. Your mission is to observe the island. Unfortunately, one of your engines is hit by enemy fire and you are forced to abandon your plane. Your adventure begins in the aeroplane and leads to the heart of the enemy stronghold. You must then return to your aircraft carrier, but beware, your side may be fooled by your disguise.

Good Luck !!!



# ESPIONAGE ISLAND

Continuation of  
A.C. 194

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# ESPIONAGE ISLAND

BY STRAB





# ESPIONAGE ISLAND

ARTIST'S EDITION



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# ESPIONAGE ISLAND

## ROUTE and TIME

To escape from plane

GET PARA.

OPEN PARA.

PULL LEVER

PULL CORD

UNZIP PAR.

To get lucky Beards in aircraft wreckage

FEEL CORNER

PULL STRING

OPEN HEADS ON INSIDE WINDOW

To get Rifle

WALK ISLAND TO GET GUN AND TORCH

WALK DOWNSTREAM AND GET OFF BOAT TO

GET HOME

To get action between

ORANGE STICK

CLIMB IS THE SAME AS BEARS UP BUSH

USE WHAT NORTH IS OVER THE BRIDGE

To move rock

To MOVE TO ROCK AND TO TRAP, THEN PUSH

SWITCH THEN FEEL

To shoot tank

TURN ON SWITCH REMOVE LIGHT AND INSERT

PLASTIC INTO LIGHT

TURN ON SWITCH AGAIN BRING TORCH INTO

HOLE

To open safe

REMEMBER GRAFFITI IN HALL COLONEL

OPEN CUPBOARD AND WRAP JACKET

To start helicopter

TURN HANDLE DON'T GO DIRECTLY SOUTH BUT

BE FINE THE SA CAN TO LAND ON AIRCRAFT

CARRIER

# ESPIONAGE ISLAND

You have been sent on a reconnaissance mission to observe an enemy island. Somewhere, hidden on the island, is a secret. Your mission is to observe the island. Unfortunately, one of your engines is hit by enemy fire and you are forced to abandon your plane. Your adventure begins in the wreckage and leads to the heart of the enemy stronghold. You must then return to your aircraft carrier, but beware, your side may be fooled by your disguise.

**FURTHER INSTRUCTIONS ON REVERSE**



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FRONT COVER

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# ESPIONAGE ISLAND



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Adventure D



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# ESPIONAGE ISLAND

ADVENTURE or  
Espionage Island

Adventures are games in which you explore strange new worlds without leaving the comfort of your own home.

The Computer will act as your puppet and control your senses. You instruct the computer with short phrases usually Verb Noun. If the computer does not understand then try to re-phrase the command. When issuing your command you may use the SUBJECT key to name any object. In each location you may find objects which you can manipulate and use in further locations to help your progress. The game is written in machine code. The program is saved with the name: ADVENT 07 but it is simpler to load by LOAD " " CODE command in Adventure 07 you have been sent to a reconnaissance mission to discover an enemy island. Somewhere hidden on the island is a secret. Your mission is to uncover this secret. Unfortunately, one of your agents is let by enemy

Continued on next

life and you are forced to abandon your plan. Your adventure begins in the scopolene and leads to the heart of the enemy stronghold. You must then return to your secret cavern. But beware, your tale may be foiled by your disguise. As this adventure is very long, the program also has several screens with which you can load and save a game at any stage. To return to a saved date. To save the game you QUIT the game. The computer then asks if you want to save the game. If you reply "Y" the computer will display the READY CASSETTE. Now (quit) quit (cassette) plays an RECORD and hit any key. The game takes 3 seconds to save. To play a previously saved game. When you run the program you are asked if you wish to load a previously saved game. If you answer "Y" the computer again displays READY CASSETTE. You then cut up your tape, punch out your name and press any key. The game will then continue from where you left off it.

# ESPIONAGE ISLAND

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UNITED

## OTHER ADVENTURE GAMES IN THE ARTIC SERIES—

ADVENTURE A  
PLANET OF  
DEATH

ADVENTURE B  
INCA  
CURSE

ADVENTURE C  
SHIP OF  
DOOM